

**GREENVILLE RECREATION AND PARKS DEPARTMENT  
SOFTBALL LEAGUE RULES AND REGULATIONS FOR  
CHURCH/OPEN/30 & OVER/INDUSTRIAL/COED LEAGUES  
(Revised 02/17/2010)**

**I. Eligibility**

- A. All participants must be 16 years of age and are required to pay the appropriate fee and complete a registration form to be considered an eligible player.
- B. In order for a player to be eligible to play, a contract must be on file in the Recreation & Parks Department on the day of the game in which he/she is to play. No player will be allowed to play or be under contract with more than one team in his/her league with Greenville Recreation & Parks Department. Each player will have the option to switch teams one time. The switch must be made before the third regular season game of the original team. The manager of the team that the player is leaving must agree to the release in writing. If a player chooses to participate on more than one team, he/she may do so as long as the teams are in separate leagues. Participants are expected to pay one participation fee per team that he/she will be participating on.
- C. Any team using an ineligible player will result in the forfeit of the game by the guilty team. Any game or games in which the ineligible player participated will also be forfeited.
- D. Each roster is limited to 25 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player that is on the roster by the last regular season game in his/her league (includes rain-outs) will be eligible for post-season play.
- E. Participants are allowed to play in any LEAGUE, but in only ONE DIVISION. Players **are not allowed** to participate on more than one team within the same league.
- F. Industrial League: All players must be employed (part time or full time) by the sponsor (with three exemptions).
- G. Church League: All players must be active participants of the church or Sunday school for which he/she plays. It is the manager's responsibility to deliver contracts to the League Director as prescribed on the softball deadline and fact sheet.
- H. Identification (I.D.) Required! All participants are required to show a valid picture I.D. upon request by the GRPD staff. Failure to provide valid identification will result in that participant being ineligible to participate. **THERE WILL BE NO EXCEPTIONS!!**
- I. 30 & Over League: All players must be at least 30 years of age to participate in this league. Use of players under the age of 30 is prohibited. Any team using an illegal player will result in the forfeit of the game by the guilty team.

**II. Manager's Duties**

- A. It shall be the duty of each manager to see that the official roster, contracts, and entry fees are delivered to the League Director as prescribed in the Softball Deadline and Fact Sheet.

- B. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Softball Leagues. Also, if there are any questions that may arise during the game, the manager shall be the one to question the umpire.
- C. The managers are to see that all players are in the proper uniforms and that the players stay in the dugouts, except when playing a defensive position, batting, or next up, or base coaching. The minimum complete uniform will be shirts alike (example: grey and white are alike in color, grey and blue or NOT) in color and each shirt **must have a screen printed number. Airbrushed or ironed on numbers will be allowed.** Teams are not allowed to have duplicated jersey numbers. All uniforms must be complete by the beginning of the 1st game of the regular season. **Umpires will not allow a player without the minimum uniform to play, and a team will forfeit if they do not have nine uniformed players.**
- D. **Only the team manager** should contact the Recreation and Parks Department after 5 PM, in case of inclement weather.
- E. The manager is responsible for the conduct and behavior of the players and fans of his team.
- F. It is the responsibility of the manager to contact the Recreation & Parks Department concerning the rescheduling of games.

### III. **Starting the Games, Time Limits & Forfeits**

- A. Each game shall last 7 innings or 60 minutes. However, if a team is ahead by 20 runs after 4 complete innings of play or 15 runs after 5 complete innings of play, then the game is over. (Three and one half innings or four and one half innings if home team is ahead.) The plate umpire is the official timer!! The clock starts as soon as the umpire and scorekeeper deem appropriate after the conclusion of the previous game!! A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning. A grace period of 5 minutes will be allowed for all **games from the scheduled start time and the clock will begin once both teams have nine eligible players.** **TEAMS MUST HAVE 9 ELIGIBLE PLAYERS ON THE FIELD OR IN THE DUGOUT PRIOR TO THE GRACE PERIOD RUNNING OUT.** If time is available, then the teams can share the field for warm up. Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires. Tie games shall be played to completion. **LINE UPS SHOULD BE TURNED IN TO THE SCOREKEEPER 15 MINUTES BEFORE SCHEDULED GAME TIME AND SHOULD INCLUDE FIRST & LAST NAMES OF EACH PLAYER WITH HIS/HER NUMBER. FAILURE TO TURN IN A LINEUP ON TIME OR PROPERLY MAY RESULT IN A FORFEIT.**
- B. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 9 eligible players in the line-up (either offensively or defensively); if a team or any member of a team shall delay the progress of a game, the opposing team could be declared winner; if a player or manager engages in an argument with umpire(s) and refuses to continue the game, he/she will be ordered off the field. Failure to comply with the umpires could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. **If a team forfeits 3 games, that team shall be removed from the league.** All players on a team that has forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

### IV. **Coed Rules and Modifications**

- A. COED LINE UP.** A line-up shall consist of 5 women and 5 men. To avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue play with a minimum of 9 players (example: a team could play 5 women & 4 men OR 5 men & 4 women). See rules in section B & C.
- B. COED BATTING ORDER.** The batting order must alternate between sexes. However, the following shorthanded rule applies when playing with 9 players:
1. A game may begin or finish with one less than the 10 players required to start.
  2. The vacant position for the missing sex must be listed last in the batting order.
  3. An out will be recorded when the vacant position in the batting order is scheduled to bat.
- C. COED EXTRA PLAYER RULE.** An extra player, referred to as an “EP” is optional. The “EP” must remain in the same position in the batting order for the entire game. If an “EP” is used, all twelve must bat. Defensive positions may change but the batting order must remain the same. At no time can one gender out number another gender. **There must be an equal number of men as women to maintain the alternating gender sequence in the batting order.** If the same gender bats back to back, then an **automatic out** will be recorded when the missing gender’s plate appearance occurs. The “EP” may be substituted for at any time, and then that player becomes the “EP.” The substitute must be a player who has not yet been in the game. The starting “EP” can re-enter only once.
- D. COED ONLY.** Any player that hits a fair untouched fly ball over the fence in a game is ruled out. A touched ball will be considered a four base error resulting in a score by the batter and any other players on base.
- E. COED WALK RULE.** Any walk to a male batter will result in a two base award. The ball is dead. The next batter (a female) will bat.  
**EXCEPTION:** With two outs, the female batter has the option to walk or bat.  
**NOTE.** Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base, shall be called out if properly appealed. (A female batter will no longer have the choice of batting or taking the walk, unless the team has two outs.)
- F. CHURCH COED/COED OPEN.** When a runner is within 15 feet of home plate, the defensive team has the option to tag home plate for a force-out, or can still tag a runner for the out. **Sliding at home plate is legal.**
- G. COED ONLY. Outfield Line Rule** - Penalty for outfielders crossing the line prior to the **batter hitting the pitch** will be the advancement of all runners to their next base. If the ball of the person who is batting is caught because of the outfielder crossing the line, he/she will advance to first base. (This will be a judgement call from the umpire.)

**V. Official ASA Softball Slow-Pitch rules will be used with the following modifications:**

- A.** Written protests must be in the hands of the League Director within 24 hours after the game is completed. Umpires must be told of protests immediately so that he/she can tell the other manager and scorekeeper. A twenty-dollar (\$20) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be

received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire (JUDGEMENT CALL).

- B. **ALL LEAGUES.** When a batter comes up to the plate, he/she will start the plate appearance with a one ball and one strike count. On the third strike, if a foul ball occurs then the batter will be “out.”
- C. Courtesy runners **are not** allowed.
- D. Catcher and Pitcher masks are highly recommended but not required. Gloves for certain positions are not restricted to those positions for which they were designed.
- E. No metal or steel spikes are allowed in any adult league. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleats that screw INTO the shoe are allowed. Shoes must be worn at all times by all participants.
- F. Any player caught of using an “ASA Banned Bat” will be guilty of unsportsmanlike conduct and will be ejected from the game and suspended for the next two games.
- G. Players/coaches are not allowed to smoke in the playing area.
- H. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next two games played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.
- I. Alcoholic beverages will not be allowed at anytime on City property or properties used by the City of Greenville. If in the opinion of the umpire, League Director, or any Recreation & Parks Department Staff, a player or manager/coach has been drinking and is not removed from the game and playing area after the manager of the team involved has been notified, the game will be forfeited.
- J. Each team will be required to furnish a new or like-new softball that is approved by the home plate umpire. **TEAMS MAY USE AN ASA, NSA, USSSA, SSAA APPROVED SOFTBALL (white or yellow) WITH A COEFFICIENT OF NO MORE THAN .44 CORE AND A MAX COMPRESSION OF 375 LBS. STAMPED ON THE BALL.** The team at bat will be responsible for all balls that are in play while at bat. A thrown or batted lost ball must be replaced by the team at bat. Any lost ball must be replaced immediately and put into play by the home plate umpire. Teams may hit their own ball as long as they provide legal balls to the umpire. Teams will be held responsible for making sure the correct ball is in play.
- K. A team must have 9 eligible players on the field or in the dugout ready to bat (either offensively or defensively) to start the game. If at any time a team cannot field 9 eligible players, the game will result in a forfeit. If a team starts with 9 players, they can add the 10<sup>th</sup> player at the bottom of the line up any time during the game. However, if a team at any time loses a player in the lineup and has no one to replace him/her when it becomes that players turn to bat in the lineup, the umpire will award an “out”.
- L. **Church, Open, and Industrail League Extra Player Rule: (Note: this rule is different for the Coed extra player rule IV. G)** An extra player, referred to as an “EP” is optional. If a team chooses to use the “EP” they must declare so prior to the start of game and that position must be

used for games duration. The “EP” must remain in the same position in the batting order for the entire game. If an

“EP” is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same. The “EP” may be substituted for at any time, and then that player becomes the “EP”. The substitute must be a player who has not yet been in the game. The starting “EP” can re-enter only once.

**M. Ejections:** A player who is ejected from a game will be required to leave sight and sound of the facility within **2 minutes**. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers see that your player leaves promptly. **If any player is ejected from the game for unsportsmanlike conduct, he/she shall be automatically suspended for the next TWO games played, as well as being in jeopardy of being suspended from the league.** If said player is ejected a **second time**, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department **indefinitely**, pending review by GRPD staff!

**N.** Batter and runner(s) must legally tag all bases on an over the fence homerun. Proper appeal will result in an out(s) if a base is missed by a runner(s).

## **VI. Inclement Weather**

**A.** Games shall be postponed when Greenville Recreation and Parks Department determines the field to be unplayable. **Managers** should contact the Recreation & Parks Department AFTER 5 PM, and **players should contact their managers.** There is also a voice mail system that has been established for after regular office hours. Dial the regular Athletic Office number (252-329-4550) and follow the prompts. Once a game has begun, under most conditions, a game will not be canceled until 30 minutes have passed, especially in the case of lightening. Managers need to make sure they have the official word from the umpire at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible. **All incomplete games (less than 5 complete innings, or 4 ½ if home team is ahead) will be replayed as a new game.**

## **VII. Tournament**

- A.** Each division of a league shall have a double elimination tournament that will begin at the conclusion of the regular season. It is the manager’s responsibility to pick up schedules or call the Athletic Office following postponed games.
- B.** Seedings in the tournament will be determined by the standings in the division. In case of a tie for regular season, tournament seeding will be based on the team having the better record between the tied teams. If a tie still exists, there will be a coin toss to determine the higher tournament seed.

## **VIII. Trophies**

- A.** Regular Season/Post Season Division Champions will receive a team plaque. In the case of a tie for regular season, co-champions will be declared with each team receiving a team plaque.
- B.** Regular Season/Post Season Runner-up will receive a team plaque. However, in the case of a tie for Division Champions, a runner-up plaque will not be awarded.

**C.** No individual trophies will be awarded for regular season champions.

